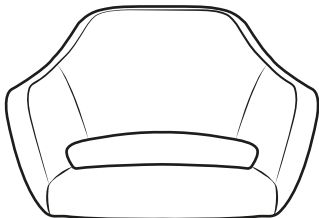

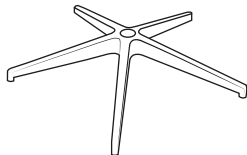

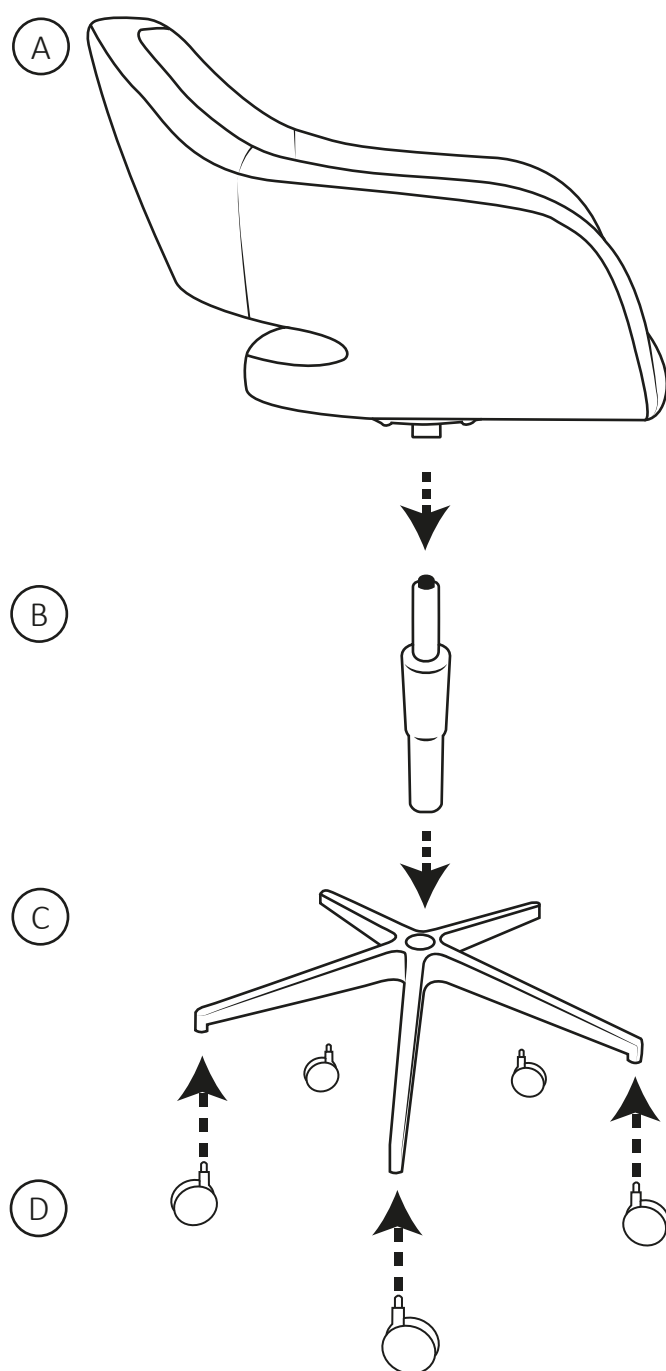
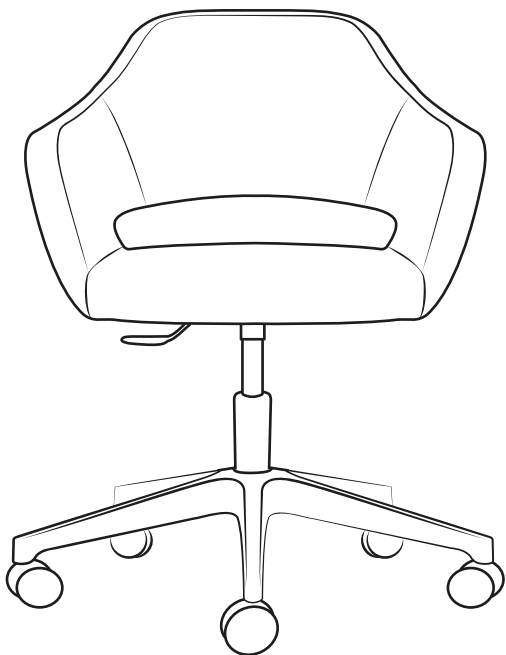


BELEN ALU

A		B		C	
				D	



BELEN ALU



Maintenance of upholstery is carried out by wiping off dirt and spots with a damp cloth; in case of leather or leatherette please use a slightly watery cloth.

The armchair is intended for use in a 8 hrs shift operation in a regular office environment. Warranty period is 60 months. During the warranty period, the manufacturer will replace free of charge all parts that have been damaged due to material defects or manufacturing errors. In these cases, the manufacturer replaces defective parts, not the entire armchair.

The warranty does not cover damages caused by:

1. Transportation (damages are the responsibility of the carrier)
2. Natural disasters
3. Incorrect assembly
4. Careless and inappropriate use
5. Non-compliance with the provided instructions

COATING MATERIALS TABLE

Code	Name of the cover	Composition
AL	Alchimia	100% polyester
BO	Bloom	85% polyvinylchloride, 15% polyuretane
BN	Bondai	100% polyester
CU	Cura	98% recyled polyester, 2% polyester
D	Dora	100% polyester
F/FH	Fame / Fame Hybrid	95% New Zealand wool, 5% polyamide
FO	Four	100% Polyolefin
NK	Kortexin	100% polyester, coated with PVC on the reverse side wint water repellent finish (W/R)
M	Meditap	100% Polyvinyl chloride - resistance to disinfection and sterilization
MT	Milton	97% PES, 3% NY
P	Leather	genuine bovine leather
RF/RFM	Relife F.R. + Melange F.R.	100% post-consumer Recycled Polyester (75% Melange) + fire resistance
SK	Skai	warp 100% polyester, surface 100% polyvinyl chloride
S	Stax	100% recycled polyester
VIS/VIM	Visual F.R./ Melange F.R.	100% polyester + fire resistance
W	Wool	100% wool
X	X-Treme	100% Xtreme FR [®] , fire resistance M1
2	Silhouette	100% nylon with anti-stain finish
NET EPIC	EPIC	30% polyester, 70% elastomerized polyamid
-	Eclipse NET mesh	100% polyester, fire resistance TB117 - 2013
-	Oklahoma, Tennessee, Above, Spider mesh	100% polyester
-	Ergosit mesh	100% polyester
	GALA NET mesh	

